



IMPERIAL AGENTS

FACTION PACK: VERSION 1.2

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is **presented in red**, with a **text highlight** applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

WHAT'S NEW?

- Aquila Kill Team keywords updated.

CONTENTS

Detachments	2
Veiled Blade Elimination Force	2
Datasheets	4
Aquila Kill Team	4
Sanctifiers	6
FAQs and Errata	8
Legends Datasheets	9



VEILED BLADE ELIMINATION FORCE

The lethally efficient agents of the Officio Assassinorum ordinarily operate alone when stalking their prey. However, when assigned a particularly well-protected or formidable target, assassins from various temples may be brought together alongside other assets drawn from the military, Ecclesiarchal or judicial wings of the Imperium. These bespoke formations possess enough firepower to break through the target's defences and ensure the killing blow is landed.

DETACHMENT RULE



EXTREMIS SANCTION

When pursuing an extremis-level target, the agents of the Officio Assassinorum are expected to push their altered minds and bodies beyond the limits of endurance. Additional equipment, augmentation and ammunition may be provided to complete the task.

OFFICIO ASSASSINORUM units from your army can use the Overkill, Soulless Horror and Shieldbreaker abilities twice per battle, instead of once per battle (but cannot use such an ability more than once in the same battle round).

When mustering your army, each **OFFICIO ASSASSINORUM** unit from your army has the relevant Extremis ability shown on the right, and you must increase the points cost of each of those units by the amount shown. If this causes your army to exceed the points limit for the battle you are playing, you cannot include that unit in your army.

EXTREMIS ABILITIES



DECOY TARGETS +40 PTS

The agents of the Callidus Temple are known to utilise vat-grown doubles to confound their foes.

CALLIDUS ASSASSIN models only. Twice per battle, in your Movement phase, you can select one other friendly **INFANTRY** model that is on the battlefield and not within Engagement Range of one or more enemy units. The selected model is destroyed (ignoring any rules that are triggered when a model is destroyed) and this model is removed from the battlefield and set up again as close as possible to where that destroyed model was and not within Engagement Range of one or more enemy units. This ability cannot be used more than once in the same battle round.

ESOTERIC EXPLOSIVES..... +40 PTS

This Culexus operative has been outfitted with various grenades tailored to destroy their assigned targets.

CULEXUS ASSASSIN models only. Each time this model is targeted with the Grenades Stratagem, 1 mortal wound is inflicted for each D6 roll of 3+ instead of for each 4+.

INTRANEURAL BIOTECH+35 PTS

This Eversor agent's neurons have been surgically spliced to enhance awareness and speed of thought.

EVERSOR ASSASSIN models only. Once per battle round, you can target this model with the Heroic Intervention or Counter-offensive Stratagem for OCP, and can do so even if you have already used that Stratagem on a different unit this phase.

MICROMELTA ROUNDS +45 PTS

These projectiles are tipped with miniaturised melta charges that detonate on impact.

VINDICARE ASSASSIN models only. This model's exitus rifle has the **[ANTI-MONSTER 4+]** and **[ANTI-VEHICLE 4+]** abilities.



PRIME TARGET

VEILED BLADE ELIMINATION FORCE – BATTLE TACTIC STRATAGEM

A primary target has been revealed. All efforts must be made to ensure the kill.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **AGENTS OF THE IMPERIUM** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets a **CHARACTER** unit, re-roll a Wound roll of 1. If that attack is made by an **OFFICIO ASSASSINORUM** model and it targets the enemy **WARLORD**, you can re-roll the Wound roll instead.



1CP



HYPERSTIMMS

VEILED BLADE ELIMINATION FORCE – BATTLE TACTIC STRATAGEM

Unenhanced mortal bodies are routinely – and unknowingly – dosed with experimental stimulant cocktails that serve to reinforce their resilience, at least in the short term.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **AGENTS OF THE IMPERIUM CHARACTER** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, add 1 to the Toughness characteristic of models in your unit. In addition, if it is an **EVERSOR ASSASSIN** unit, until the end of the phase, it has the Feel No Pain 4+ ability.



2CP



WILL-SAPPING SALVO

VEILED BLADE ELIMINATION FORCE – STRATEGIC PLOY STRATAGEM

Aiming concentrated volleys of fire toward an exceptionally resilient foe, these agents erode the will of their target, increasing their vulnerability to the concentrated psychic onslaughts of the Culexus Assassin's animus speculum.

WHEN: Your Shooting phase.

TARGET: One **AGENTS OF THE IMPERIUM INFANTRY** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[SUSTAINED HITS 1]** ability. In addition, if it is a **CULEXUS ASSASSIN** unit, until the end of the phase, change the Damage characteristic of ranged weapons equipped by models in your unit to 3.



1CP



ORBITAL OVERSIGHT

VEILED BLADE ELIMINATION FORCE – STRATEGIC PLOY STRATAGEM

Aided by orbiting assets, when the assault begins, voidships flood communication networks with jamming frequencies, fire screening bombardments and otherwise mask the agents' approach.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **AGENTS OF THE IMPERIUM INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18", or, if your unit has the Lone Operative ability, if the attacking model is within 6".



1CP



BLIND GRENADES

VEILED BLADE ELIMINATION FORCE – STRATEGIC PLOY STRATAGEM

These grenades release thick black smoke and broad-spectrum electromagnetic chaff that disrupt vision and foul augury equipment upon detonating.

WHEN: Your opponent's Charge phase, just after an enemy unit has declared a charge.

TARGET: One **AGENTS OF THE IMPERIUM GRENADES** or **VINDICARE ASSASSIN** unit from your army that was selected as one of the targets of that charge and is not within Engagement Range of one or more enemy units.

EFFECT: Until the end of the phase, subtract 1 from Charge rolls made for that enemy unit, or, if your unit is a **VINDICARE ASSASSIN**, subtract 2 from Charge rolls made for that enemy unit instead.



1CP



ENSNARING TRAP

VEILED BLADE ELIMINATION FORCE – STRATEGIC PLOY STRATAGEM

The eyes of the Officio Assassinorum are everywhere. As the foe turns to flee, the noose tightens, agents already forewarned of enemy movements and moving swiftly to cut off all avenues of retreat.

WHEN: End of your opponent's Charge phase.

TARGET: One **AGENTS OF THE IMPERIUM INFANTRY** unit from your army that is within 6" of one or more enemy units and would be eligible to declare a charge against one or more of those enemy units.

EFFECT: Your unit can declare a charge. When doing so, you must select one or more of those enemy units as the targets of that charge, and your unit does not receive a Charge bonus this turn. In addition, if it is a **CALLIDUS ASSASSIN** unit and it makes a Charge move as a result of this Stratagem, until the end of the turn, each time a model in your unit makes a melee attack, add 1 to the Wound roll.



1CP

AQUILA KILL TEAM

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2
5"	6	3+	3	6+	2

KILL TEAM SERGEANT,
DEATHWATCH VETERAN

GRAVIS VETERAN



RANGED WEAPONS

RANGE

A

BS

S

AP

D

➤ Astartes grenade launcher – frag [BLAST]	24"	D3	3+	4	0	1
➤ Astartes grenade launcher – krak	24"	1	3+	9	-2	D3
Bolt pistol [PISTOL, LETHAL HITS]	12"	1	3+	4	0	1
Deathwatch marksman bolt carbine [HEAVY, LETHAL HITS]	24"	2	3+	5	-1	1
Frag cannon [BLAST, HEAVY, LETHAL HITS, RAPID FIRE D3]	18"	D3	3+	7	-2	2
Hellstorm bolt rifle [ASSAULT, HEAVY, LETHAL HITS]	30"	2	3+	5	-2	2
➤ Infernus heavy bolter – heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
➤ Infernus heavy bolter – heavy flamer	12"	D6	N/A	5	-1	1
[IGNORES COVER, TORRENT]						
➤ Plasma incinerator – standard [ASSAULT, HEAVY]	24"	2	3+	7	-2	1
➤ Plasma incinerator – supercharge [ASSAULT, HAZARDOUS, HEAVY]	24"	2	3+	8	-3	2
➤ Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
➤ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Special-issue bolt pistol [PISTOL, PRECISION, LETHAL HITS]	18"	1	3+	4	-1	1
Stalker bolt rifle [HEAVY, LETHAL HITS, PRECISION]	30"	2	3+	5	-2	2



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Close combat weapon	Melee	3	3+	4	0	1
Combat knife [PRECISION]	Melee	4	3+	4	-1	1
Heavy thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	10	-2	3
Power weapon [SUSTAINED HITS 1]	Melee	4	3+	5	-2	2

ABILITIES

FACTION: Assigned Agents

Death to the Alien: Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack does not have the **IMPERIUM** or **CHAOS** keywords, you can re-roll the Hit roll instead.

Kill Team: Each time an attack targets this unit, if it contains models with different Toughness characteristics, until the attacking unit has finished making its attacks, use the Toughness characteristic of the majority of the models in that unit when determining what roll is required for that attack to successfully wound. If two or more Toughness characteristics are tied for majority, use the highest value.

For the purposes of determining which models in this unit can embark within a **TRANSPORT**, Gravis Veteran models take up the space of 2 models, but can otherwise embark within any **TRANSPORT** their unit can embark within, even though similar models in other units have the **GRAVIS** keyword.

Designer's Note: While the abstractions in the above rule cause some models to behave differently to similar models in other units, they are designed to minimise complicated Transport rules.

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS – ALL MODELS: **INFANTRY, BATTLELINE, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, AQUILA KILL TEAM** | **KILL TEAM SERGEANT AND DEATHWATCH VETERANS:** **TACTICUS** | **GRAVIS VETERANS:** **GRAVIS**



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

AQUILA KILL TEAM

Aquila Kill Teams are equipped to handle varied or unknown horrors with a measured and strategically versatile response.



WARGEAR ABILITIES

Astartes Shield: The bearer has a 4+ invulnerable save.

WARGEAR OPTIONS

- For every 5 models in the unit, up to 1 model's infernus heavy bolter can be replaced with one of the following:
 - 1 frag cannon.
 - 1 hellstorm bolt rifle and 1 Astartes grenade launcher.
- For every 5 models in the unit, up to 1 model's heavy thunder hammer can be replaced with 1 power weapon and 1 Astartes shield.
- For every 5 models in the unit, up to 1 model's stalker bolt rifle can be replaced with 1 plasma incinerator.
- For every 5 models in the unit, up to 1 model's Deathwatch marksman bolt carbine can be replaced with 1 combat knife.

ATTACHED UNIT

If a **CHARACTER** unit from your army can be attached to a **DEATHWATCH KILL TEAM** unit, it can be attached to this unit instead.

UNIT COMPOSITION

- 1 Kill Team Sergeant
- 1 Gravis Veteran
- 3 Deathwatch Veterans

OR

- 1 Kill Team Sergeant
- 2 Gravis Veterans
- 7 Deathwatch Veterans

The Kill Team Sergeant is equipped with: plasma pistol; power weapon.

Each Gravis Veteran is equipped with: infernus heavy bolter; bolt pistol; close combat weapon.

For every 5 models in the unit, 1 Deathwatch Veteran is equipped with: stalker bolt rifle; bolt pistol; close combat weapon.

For every 5 models in the unit, 1 Deathwatch Veteran is equipped with: bolt pistol; heavy thunder hammer.

For every 5 models in the unit, 1 Deathwatch Veteran is equipped with: Deathwatch marksman bolt carbine; special-issue bolt pistol; close combat weapon.

If the unit contains 10 models, 1 Deathwatch Veteran is equipped with: special-issue bolt pistol; xenophase blade.

KEYWORDS – ALL MODELS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, AQUILA KILL TEAM | KILL TEAM SERGEANT AND DEATHWATCH VETERANS: TACTICUS | GRAVIS VETERANS: GRAVIS



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

SANCTIFIERS

M

6"

T

3

SV

6+

W

1

LD

7+

OC

1

5+

INVULNERABLE SAVE



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Holy fire [IGNORES COVER, ONE SHOT, TORRENT]

12"

D6

N/A

6

-1

2

One Shot: The bearer can only shoot with this weapon once per battle.

Meltagun [MELTA 2]

12"

1

4+

9

-4

D6

Ministorum flamer [IGNORES COVER, TORRENT]

12"

D6

N/A

5

0

1

Ministorum hand flamer

12"

D6

N/A

4

0

1

[IGNORES COVER, PISTOL, TORRENT]



Plasma gun – standard [RAPID FIRE 1]

24"

1

4+

7

-2

1



Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]

24"

1

4+

8

-3

2



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Burning hands [DEVASTATING WOUNDS]

Melee

1

2+

6

-2

3

Close combat weapon

Melee

2

3+

3

0

1

Death Cult blades [PRECISION]

Melee

4

2+

4

-2

1

Sanctifier melee weapon

Melee

3

3+

3

0

1



Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, RETINUE, SANCTIFIERS



ABILITIES

CORE: Scouts 6"

FACTION: Assigned Agents

Ministorum Sermon: While this unit contains a **MINISTORUM PRIEST**, each time a model in this unit makes a melee attack, add 1 to the Wound roll.

Cherub: Once per battle, you can target this unit with the Command Re-roll Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

Designer's Note: Place a Cherub token next to the unit, removing it once this ability has been used.

FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

SANCTIFIERS



ATTACHED UNIT

If a **MINISTORUM PRIEST** or **INQUISITOR** model from your army with the Leader ability can be attached to a **SISTERS OF BATTLE SQUAD**, it can be attached to this unit instead. If a **MINISTORUM PRIEST** or **INQUISITOR** model from your army is attached to this unit during the Declare Battle Formations step, that model gains the Scouts 6" ability.

WARGEAR ABILITIES

Salvationist Medikit: In your Command phase, if the bearer is on the battlefield, you can return up to D3 destroyed models [excluding **CHARACTER** models] to this unit.

Simulacrum Imperialis: Improve the Leadership characteristic of models in the bearer's unit by 1.

WARGEAR OPTIONS

- 1 Missionary model can have its 1 plasma gun replaced with 1 melta gun.
- 1 Missionary model equipped with 1 plasma gun can be equipped with 1 holy fire (this model's plasma gun cannot be replaced).
- 1 Sanctifier model can have its 1 Sanctifier melee weapon replaced with 1 Ministorum hand flamer and 1 close combat weapon.
- 1 Sanctifier model can have its 1 Sanctifier melee weapon replaced with 1 close combat weapon and 1 simulacrum imperialis.

UNIT COMPOSITION

- 1 Miraculist
- 1 Salvationist
- 1 Death Cult Assassin
- 2 Missionaries
- 4 Sanctifiers

The **Miraculist** is equipped with: holy fire; burning hands.

The **Salvationist** is equipped with: close combat weapon; Salvationist medikit.

The **Death Cult Assassin** is equipped with: Death Cult blades.

1 **Missionary** is equipped with: plasma gun; Sanctifier melee weapon.

1 **Missionary** is equipped with: Ministorum flamer; Sanctifier melee weapon.

Every **Sanctifier** is equipped with: Ministorum hand flamer; Sanctifier melee weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, RETINUE, SANCTIFIERS



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM



IMPERIAL AGENTS

UPDATES & ERRATA

Page 86 – Inquisitor, Leader section

Delete 'DEATHWATCH KILL TEAM'

Page 88 – Inquisitor Draxus, Leader section

Delete 'DEATHWATCH KILL TEAM'

Page 90 – Inquisitorial Agents, Inquisitorial Henchmen section

Change to:

'If your Army Faction is not **AGENTS OF THE IMPERIUM**, then for each **INQUISITOR** unit you include in your army, you can include one **INQUISITORIAL AGENTS** unit in your army that does not count towards the number of **RETINUE** units your army can include (see Assigned Agents, page 75).'

Page 93 – Voidsmen-at-Arms, Navy Bodyguard section

Change to:

'If your Army Faction is not **AGENTS OF THE IMPERIUM**, then for each **VOIDFARERS CHARACTER** unit you include in your army, you can include one **VOIDSMEN-AT-ARMS** unit in your army that does not count towards the number of **RETINUE** units your army can include (see Assigned Agents, page 75).'

Page 105 – Sisters of Battle Immolator, invulnerable save

Remove asterisk.

Page 107 – Imperial Rhino, Transport section

Change to:

'This model has a transport capacity of 12 **AGENTS OF THE IMPERIUM INFANTRY** models. It cannot transport **TERMINATOR** or **OFFICIO ASSASSINORUM** models.'

FAQS

Q: While using the Imperialis Fleet Detachment, if I attach a **CHARACTER** to a unit selected using the Clandestine Operation or Combat Landers Enhancement, does that **CHARACTER** also gain the ability conferred by that Enhancement (i.e. Infiltrators or Deep Strike, respectively)?

A: Yes.

INQUISITOR OSTROMANDEUS

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	3	3+	4	6+	1
6"	3	4+	3	8+	1
5+ *INVULNERABLE SAVE					

* Inquisitor Ostromandeus only.

INQUISITOR
OSTROMANDEUS

STENTOR-I-52



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hydraulic vox-ram	Melee	3	4+	6	-2	2
Power sword	Melee	5	3+	4	-2	1

WARGEAR ABILITIES

Vox-skull: Once per battle, at the start of any phase, you can select one enemy unit (excluding **MONSTERS** and **VEHICLES**) within 12" of the bearer. That unit must take a Battle-shock test; if that test is failed, until the end of your next turn, that unit cannot have the Benefit of Cover.

Designer's Note: Place a vox-skull token next to the unit, removing it once this ability has been used.

ABILITIES

CORE: Feel No Pain 4+, Leader

FACTION: Assigned Agents

Authority of the Inquisition: While this unit is leading a unit, it can embark within any **TRANSPORT** that its Bodyguard unit can embark within.

Ward Against the Malefic Arts: While this unit is leading a unit, each time a Psychic Attack targets that unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

Vox-cast Proclamations (Aura): Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this unit's Inquisitor Ostromandeus model, increase the cost of that use of that Stratagem by 1CP.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, EPIC HERO, IMPERIUM, INQUISITOR, OSTROMANDEUS



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

INQUISITOR OSTROMANDEUS

WARHAMMER LEGENDS



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Inquisitor Ostromandus – EPIC HERO
- 1 Stentor-I-52 – EPIC HERO

Inquisitor Ostromandus is equipped with: inferno pistol; power sword, vox-skull.

Stentor-I-52 is equipped with: hydraulic vox-ram.

LEADER

This unit can be attached to the following units:

- EXACTION SQUAD
- IMPERIUM BATTLELINE INFANTRY
- IMPERIAL NAVY BREACHERS
- INQUISITORIAL AGENTS
- SISTERS OF BATTLE SQUAD
- SUBDUCTOR SQUAD
- VIGILANT SQUAD

KEYWORDS: INFANTRY, CHARACTER, GRENADES, EPIC HERO, IMPERIUM, INQUISITOR, OSTROMANDEUS



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

UR-025

WARHAMMER LEGENDS

M

5"

T

5

SV

3+

W

4

LD

7+

OC

1

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mk 1 assault weapon [ASSAULT]	24"	4	3+	5	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power claw	Melee	3	4+	8	-2	2

ABILITIES

CORE: **Lone Operative**FACTION: **Assigned Agent**

Self Repair: At the start of your Command phase, this model regains 1 lost wound.

Evade and Survive: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model is not within Engagement Range of one or more enemy units, it can make a Normal move.

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, EPIC HERO, UR-025

FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 UR-025 – EPIC HERO

This model is equipped with: Mk 1 assault weapon;
power claw.

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, EPIC HERO, UR-025



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

NEYAM SHAI MURAD

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

6"

3

4+

4

6+

1

4+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Negotiator pistols [PRECISION]	12"	4	3+	4	-2	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	3	0	1

ABILITIES

CORE: **Infiltrators, Leader**

FACTION: **Assigned Agent**

Backroom Deals: If your army contains one or more units with this ability, during the Declare Battle Formations step, select one of those units. While the selected unit is leading a unit, models in that unit have the Infiltrators ability.

Warrant of Trade: If your army includes one or more units with this ability, after both players have deployed their armies, select up to D3 **IMPERIUM BATTLELINE** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, VOIDFARERS, CHARACTER, EPIC HERO, NEYAM SHAI MURAD



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Neyam Shai Murad – EPIC HERO

This model is equipped with: negotiator pistols; close combat weapon.

LEADER

This model can be attached to the following units:

- IMPERIAL NAVY BREACHERS
- VOIDSMEN-AT-ARMS

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, VOIDFARERS, CHARACTER, EPIC HERO, NEYAM SHAI MURAD



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

JANUS DRAIK

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	3	4+	4	6+	1
4+ INVULNERABLE SAVE					

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heirloom pistol [ANTI-INFANTRY 4+, PISTOL]	12"	1	3+	4	-1	3
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Monomolecular rapier [SUSTAINED HITS 1]	Melee	4	3+	3	-2	1

ABILITIES

CORE: **Infiltrators, Leader**

FACTION: **Assigned Agent**

Backroom Deals: If your army contains one or more units with this ability, during the Declare Battle Formations step, select one of those units. While the selected unit is leading a unit, models in that unit have the Infiltrators ability.

Warrant of Trade: If your army includes one or more units with this ability, after both players have deployed their armies, select up to D3 **IMPERIUM BATTLELINE** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, VOIDFARERS, CHARACTER, EPIC HERO, JANUS DRAIK



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Janus Draik – EPIC HERO

This model is equipped with: heirloom pistol; monomolecular rapier.

LEADER

This model can be attached to the following units:

- IMPERIAL NAVY BREACHERS
- VOIDSMEN-AT-ARMS

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, VOIDFARERS, CHARACTER, EPIC HERO, JANUS DRAIK



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

DAMNED LEGIONNAIRES

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

6"

4

3+

2

6+

1

4+

INVULNERABLE SAVE



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Bolt pistol [IGNORES COVER, PISTOL]

12"

1

3+

4

0

1

Boltgun [IGNORES COVER]

24"

2

3+

4

0

1

Flamer [IGNORES COVER, TORRENT]

12"

D6

N/A

4

0

1

Heavy flamer [IGNORES COVER, TORRENT]

12"

D6

N/A

5

-1

1

Meltagun [MELTA 2]

12"

1

3+

9

-4

D6

Multi-melta [HEAVY, MELTA 2]

18"

2

4+

9

-4

D6



Plasma gun – standard [RAPID FIRE 1]

24"

1

3+

7

-2

1



Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]

24"

1

3+

8

-3

2



Plasma pistol – standard [PISTOL]

12"

1

3+

7

-2

1



Plasma pistol – supercharge [HAZARDOUS, PISTOL]

12"

1

3+

8

-3

2



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Astartes chainsword

Melee

5

3+

4

-1

1

Close combat weapon

Melee

3

3+

4

0

1

Power weapon

Melee

3

3+

5

-2

1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, RETINUE, DAMNED LEGIONNAIRES



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

ABILITIES

CORE: **Deep Strike**

FACTION: **Assigned Agents**

Grim Spectres: In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test, subtracting 1 from the result when doing so.

WARGEAR OPTIONS

- The Legionnaire Sergeant's boltgun can be replaced with one of the following:
 - 1 bolt pistol and 1 power weapon
 - 1 plasma pistol and 1 power weapon
 - 1 bolt pistol and 1 Astartes chainsword
 - 1 plasma pistol and 1 Astartes chainsword
 - One Legionnaire's boltgun can be replaced with one of the following:
 - 1 heavy flamer
 - 1 multi-melta
 - One Legionnaire's boltgun can be replaced with one of the following:
 - 1 flamer
 - 1 meltagun
 - 1 plasma gun
-

UNIT COMPOSITION

- 1 Legionnaire Sergeant
- 4-9 Legionnaires

Every model is equipped with: boltgun; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, RETINUE, DAMNED LEGIONNAIRES



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

INQUISITOR IN TERMINATOR ARMOUR

WARHAMMER LEGENDS

M

5"

T

4

SV

2+

W

5

LD

6+

OC

1

4+

INVULNERABLE SAVE



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Combi-weapon

24"

1

3+

4

-2

1

[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]

Psycannon [PSYCHIC]

24"

3

3+

8

-1

2

Psychic shock wave

18"

2D6

N/A

3

-2

1

[DEVASTATING WOUNDS, PSYCHIC, TORRENT]

Storm bolter [RAPID FIRE 2]

24"

2

3+

4

0

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Force weapon [PSYCHIC]

Melee

4

3+

5

-2

D3

Inquisitorial melee weapon

Melee

5

3+

4

-2

1

ABILITIES

CORE: Deep Strike, Leader

FACTION: Assigned Agents

Authority of the Inquisition: While this model is leading a unit, it can embark within any **TRANSPORT** that its Bodyguard unit can embark within.

Power of the Rosette: Each time you target this model's unit with a Stratagem, roll one D6: on a 3+, you gain 1CP.

WARGEAR ABILITIES

Blessed Wardings: While the bearer is leading a unit, models in that unit have a 6+ invulnerable save.

Psychic Gifts: The bearer has the **PSYKER** keyword.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, TERMINATOR, IMPERIUM, INQUISITOR



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

WARGEAR OPTIONS

- This model's storm bolter can be replaced with 1 combi-weapon.
- This model's blessed wardings can be replaced with 1 psychic gifts and 1 psychic shock wave.
- If this model is equipped with 1 psychic gifts, its Inquisitorial melee weapon can be replaced with 1 force weapon.
- If this model is equipped with 1 psychic gifts, its storm bolter can be replaced with 1 psycannon.

UNIT COMPOSITION

- **1 Inquisitor in Terminator Armour**

This model is equipped with: storm bolter; Inquisitorial melee weapon; blessed wardings.

LEADER

This model can be attached to the following units:

- **DEATHWATCH KILL TEAM** (including **FORTIS KILL TEAM**, **INDOMITOR KILL TEAM**, **PROTUES KILL TEAM** and **SPECTRUS KILL TEAM**)
- **DEATHWATCH TERMINATOR SQUAD**
- **EXACTION SQUAD**
- **GREY KNIGHTS TERMINATOR SQUAD**
- **IMPERIUM BATTLELINE INFANTRY**
- **IMPERIAL NAVY BREACHERS**
- **INQUISITORIAL AGENTS**
- **SISTERS OF BATTLE SQUAD**
- **SUBDUCTOR SQUAD**
- **VIGILANT SQUAD**

KEYWORDS: INFANTRY, CHARACTER, GRENADES, TERMINATOR, IMPERIUM, INQUISITOR



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

INQUISITOR KARAMAZOV

WARHAMMER LEGENDS

M T SV W LD OC

8" 9 3+ 10 6+ 3

4+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Master-crafted multi-melta [MELTA 3]	18"	3	3+	10	-4	D6
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted power sword	Melee	6	3+	6	-2	2

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Assigned Agents**

Throne of Judgement (Aura): While a friendly unit is within 6" of this model, improve the Leadership characteristic of models in that unit by 1. While an enemy unit is within 6" of this model, worsen the Leadership characteristic of models in that unit by 1.

Unsubtle Crusader: At the start of the Declare Battle Formations step, you can select up to three **AGENTS OF THE IMPERIUM INFANTRY** units from your army, or one **IMPERIUM BATTLELINE** unit from your army – those units gain the Scouts 6" ability.

KEYWORDS: VEHICLE, WALKER, CHARACTER, EPIC HERO, IMPERIUM, INQUISITOR, ORDO HERETICUS, KARAMAZOV



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

INQUISITOR KARAMAZOV

WARHAMMER LEGENDS

Inquisitor Karamazov is amongst the most ruthless and uncompromising of the Ordo Hereticus. His actions have no guile or subterfuge, and he has no time for clemency. Karamazov has led vast crusading armies, as well as presided over the trials of heretics from his Throne of Judgement – an ancient bipedal battle-shrine.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Inquisitor Karamazov – EPIC HERO

This model is equipped with: master-crafted multi-melta; master-crafted power sword.

KEYWORDS: VEHICLE, WALKER, CHARACTER, EPIC HERO, IMPERIUM, INQUISITOR, ORDO HERETICUS, KARAMAZOV



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

INQUISITOR EISENHORN

WARHAMMER LEGENDS

M

6"

T

3

SV

4+

W

4

LD

6+

OC

1

5+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Artificer bolt pistol	12"	4	3+	4	0	2
Mind Assault [DEVASTATING WOUNDS, PRECISION, PSYCHIC, SUSTAINED HITS 1]	18"	2	3+	5	-2	3

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Runestaff and Barbarisater [PSYCHIC]	Melee	5	3+	6	-2	2

ABILITIES

CORE: **Feel No Pain 6+, Leader**

FACTION: **Assigned Agents**

Authority of the Inquisition: While this model is leading a unit, it can embark within any **TRANSPORT** that its Bodyguard unit can embark within.

Malus Codicium: While this model is leading a unit, double the Attacks characteristic of melee weapons equipped by Daemonhost models in that unit.

Dominate Will (Psychic): At the start of your opponent's Shooting phase, select one enemy **INFANTRY** unit that is within 12" of and visible to this model and roll one D6: on a 1, this model suffers D3 mortal wounds; on a 2-5, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; on a 6, until the end of the phase, that unit is not eligible to shoot.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, PSYKER, GRENADES, IMPERIUM, ORDO XENOS, INQUISITOR, EISENHORN**



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

INQUISITOR EISENHORN

WARHAMMER LEGENDS

Inquisitor Eisenhorn of the Ordo Xenos is a man of great willpower and resolve. He will go to any lengths to preserve the Imperium, and for his actions has been declared a traitor twice – he was found to be loyal on both occasions. Eisenhorn is also a potent telepath, with the power to compel individuals, or even groups, to follow his instructions.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Inquisitor Eisenhorn – EPIC HERO**

This model is equipped with: artificer bolt pistol; Mind Assault; runestaff and Barbarisater

LEADER

This model can be attached to the following units:

- **DEATHWATCH KILL TEAM** (including **FORTIS KILL TEAM**, **INDOMITOR KILL TEAM**, **PROTUES KILL TEAM** and **SPECTRUS KILL TEAM**)
- **DAEMONHOST**
- **EXACTION SQUAD**
- **IMPERIUM BATTLELINE INFANTRY**
- **IMPERIAL NAVY BREACHERS**
- **INQUISITORIAL AGENTS**
- **SUBDUCTOR SQUAD**
- **VIGILANT SQUAD**

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, GRENADES, IMPERIUM, ORDO XENOS, INQUISITOR, EISENHORN



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

KILL TEAM CASSIUS

M	T	SV	W	LD	OC	
6"	4	3+	4	5+	2	CHAPLAIN CASSIUS
6"	4	3+	2	6+	2	KILL TEAM VETERAN

WARHAMMER LEGENDS

M	T	SV	W	LD	OC	
5"	5	2+	3	6+	2	KILL TEAM TERMINATOR
12"	5	3+	3	6+	2	KILL TEAM BIKER



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Deathwatch twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1
Frag cannon [BLAST, HEAVY, RAPID FIRE D3]	18"	D3	4+	7	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Long Vigil ranged weapon	24"	1	4+	4	0	1
[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]						
Psychic Cleanse [PSYCHIC]	24"	D6	3+	5	-1	D3



MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Artificer crozius	Melee	5	2+	6	-1	2
Close combat weapon	Melee	3	3+	5	-2	1
Force weapon [PSYCHIC]	Melee	5	2+	5	-3	D3
Long Vigil melee weapon	Melee	3	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	4	3+	5	-2	1

ABILITIES

CORE: **Deep Strike**

FACTION: **Assigned Agents**

Kill Team (see the Deathwatch Armoury card)

Catechism of Death: While this unit contains Chaplain Cassius, melee weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

Unflinching: You can re-roll Battle-shock tests for this unit.

WARGEAR ABILITIES

Jump Pack: The bearer has a Move characteristic of 12" and can move over models and terrain as if they were not there.

Psychic Hood: Models in the bearer's unit have the Feel No Pain 4+ ability against Psychic Attacks.

INVULNERABLE SAVE*

4+

* Chaplain Cassius and Kill Team Terminator only.

KEYWORDS – ALL: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, ORDO XENOS, DEATHWATCH, KILL TEAM CASSIUS | CHAPLAIN CASSIUS: CHARACTER, EPIC HERO



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

KILL TEAM CASSIUS

WARHAMMER LEGENDS

Kill Team Cassius is an elite squad of specialists, even amongst Talasa Prime's ranks of Veterans. Hand-picked by Chaplain Cassius for an unauthorised mission, the kill team uncovered the first recorded Genestealer Cult alongside him on Ghosar Quintus. They have fought together many times since, and baulk at no xenos horror.

WARGEAR

- Chaplain Cassius is equipped with: artificer crozius; bolt pistol.
- Vael Donatus is equipped with: boltgun; bolt pistol; close combat weapon.
- Zameon Gydrael is equipped with: Long Vigil ranged weapon; Long Vigil melee weapon.
- Rodricus Grytt is equipped with: frag cannon; bolt pistol; close combat weapon.
- Antor Delassio is equipped with: Long Vigil ranged weapon; Long Vigil melee weapon, jump pack.
- Edryc Setorax is equipped with: twin lightning claws, jump pack.
- Jensus Natorian is equipped with: psychic Cleanse; bolt pistol; force weapon; psychic hood.
- Drenn Redblade is equipped with: Long Vigil melee weapon; boltgun.
- Garran Branatar is equipped with: heavy flamer; Long Vigil ranged weapon; power fist.
- Ennox Sorlock is equipped with: Long Vigil ranged weapon; close combat weapon.
- Jetek Suberei is equipped with: Deathwatch twin boltgun; Long Vigil melee weapon.

UNIT COMPOSITION

- **1 Chaplain Cassius – EPIC HERO**
- **8 Kill Team Veterans:**
 - Vael Donatus
 - Zameon Gydrael
 - Rodricus Grytt
 - Antor Delassio
 - Edryc Setorax
 - Jensus Natorian
 - Drenn Redblade
 - Ennox Sorlock
- **1 Kill Team Terminator (Garran Branatar)**
- **1 Kill Team Biker (Jetek Suberei)**

CASSIUS

Your army cannot contain both **CHAPLAIN CASSIUS** and **KILL TEAM CASSIUS**.

KEYWORDS – ALL: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, ORDO XENOS, DEATHWATCH, KILL TEAM CASSIUS | CHAPLAIN CASSIUS: CHARACTER, EPIC HERO



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

DEATHWATCH TERMINATOR SQUAD

WARHAMMER LEGENDS

M T SV W LD OC

5" 5 2+ 3 6+ 1

4+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Cyclone missile launcher – frag [BLAST]	36"	2D6	3+	4	0	1
Cyclone missile launcher – krak	36"	2	3+	9	-2	D6
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Plasma cannon – standard [BLAST]	36"	D3	3+	7	-2	1
Plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	3+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, ORDO XENOS, RETINUE, DEATHWATCH, TERMINATOR SQUAD

ABILITIES

CORE: Deep Strike

FACTION: Assigned Agents

Terminatus Assault: Each time this unit ends a Charge move, each enemy unit within Engagement Range of this unit must take a Battle-shock test.

Teleport Homer: At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP, but when resolving that Stratagem, you must set this unit up within 3" of that token and not within 9" of any enemy models. That token is then removed.

WARGEAR ABILITIES

Storm Shield: The bearer has a Wounds characteristic of 4.



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

DEATHWATCH TERMINATOR SQUAD

WARHAMMER LEGENDS

The indomitable warriors honoured to wear hulking suits of Terminator armour are an inspiring sight to their brethren. Deathwatch Terminators carry the most powerful close combat weapons, and the strength and durability of their armour allows them to take the heaviest firepower directly into hidden xenos lairs.

WARGEAR OPTIONS

- Up to 3 Deathwatch Terminators can each have their storm bolter replaced with one of the following:
 - 1 assault cannon
 - 1 heavy flamer
 - 1 plasma cannon
 - 1 cyclone missile launcher and 1 storm bolter (this model's storm bolter cannot be replaced)
- Any number of models can each have their power fist and storm bolter replaced with one of the following:
 - 1 storm bolter and 1 power weapon
 - 1 storm bolter and 1 chainfist
 - 1 twin lightning claws
 - 1 thunder hammer and 1 storm shield

UNIT COMPOSITION

- 1 Deathwatch Terminator Sergeant
- 4-9 Deathwatch Terminators

Every model is equipped with: power fist; storm bolter.

ATTACHED UNIT

If a **CHARACTER** from your army with the Leader ability can be attached to a **DEATHWATCH KILL TEAM**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, ORDO XENOS, RETINUE,
DEATHWATCH, TERMINATOR SQUAD



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

VETERAN BIKE SQUAD

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	5	3+	3	6+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Long Vigil ranged weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Long Vigil melee weapon	Melee	3	3+	5	-2	1
Xenophase blade [DEVASTATING WOUNDS]	Melee	4	3+	5	-2	1

ABILITIES

FACTION: Assigned Agents

Turbo-boost: Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

WARGEAR ABILITIES

Astartes Shield: The bearer has a 4+ invulnerable save.

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, VETERAN BIKE SQUAD



FACTION KEYWORDS: AGENTS OF THE IMPERIUM

VETERAN BIKE SQUAD

WARHAMMER LEGENDS

Matching their speed, strength and firepower against the swiftest xenos, Veteran Bikers are expert hunters. Undertaking extended missions in dangerous territory, they assess their enemy's every weakness, close off escape routes and use their velocity to enact sudden strikes from unexpected angles.

WARGEAR OPTIONS

- The Veteran Biker Sergeant can be equipped with one of the following:
 - 1 Long Vigil ranged weapon
 - 1 Long Vigil melee weapon
 - 1 xenophase blade
 - 1 Astartes shield
- Any number of Veteran Biker models can each be equipped with 1 Long Vigil melee weapon.

UNIT COMPOSITION

- 1 Veteran Biker Sergeant
- 2-5 Veteran Bikers

Every model is equipped with: bolt pistol; close combat weapon; twin boltgun.

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, VETERAN BIKE SQUAD



FACTION KEYWORDS: AGENTS OF THE IMPERIUM

PROTEUS KILL TEAM

M	T	SV	W	LD	OC	
6"	4	3+	2	6+	1	KILL TEAM VETERANS
12"	5	3+	3	6+	2	KILL TEAM BIKER

WARHAMMER LEGENDS

M	T	SV	W	LD	OC	
5"	5	2+	3	6+	1	KILL TEAM TERMINATOR

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Boltgun	24"	2	3+	4	0	1
Frag cannon [BLAST, HEAVY, RAPID FIRE D3]	18"	D3	4+	7	-1	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
Deathwatch thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	10	-2	3
Long Vigil melee weapon	Melee	3	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Terminator thunder hammer [DEVASTATING WOUNDS]	Melee	3	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

ABILITIES

FACTION: **Assigned Agents**

Kill Team (see the Deathwatch Armoury card)

Proteus Doctrines: Each time a model in this unit makes an attack that targets a unit that is not Below Half-strength, add 1 to the Hit roll.

WARGEAR ABILITIES

Astartes Shield: The bearer has a 4+ invulnerable save.

Jump Pack: The bearer has a Move characteristic of 12" and can move over models and terrain features as if they were not there.

Storm Shield: The bearer has a Wounds characteristic of 4.

INVULNERABLE SAVE*

4+

* Kill Team Terminator models only.

KEYWORDS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, PROTEUS KILL TEAM



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

PROTEUS KILL TEAM

WARHAMMER LEGENDS

The sheer versatility of their weapon loadout, coupled with their durability and manoeuvrability, make it little wonder that Proteus Kill Teams have worked miraculous feats of arms on countless hostile worlds over the course of the Imperium's history.

WARGEAR OPTIONS

- Any number of Kill Team Veterans can replace their boltgun and Long Vigil melee weapon with:
 - 1 Long Vigil ranged weapon*
 - 1 boltgun and 1 Astartes shield
 - 1 Long Vigil melee weapon and 1 Astartes shield
- For every 5 models in this unit, up to 2 models can replace their boltgun and Long Vigil melee weapon with 1 Deathwatch thunder hammer.
- For every 5 models in the unit, up to 2 models can replace their boltgun and Long Vigil melee weapon with one of the following:
 - 1 frag cannon
 - 1 Infernus heavy bolter*
- Any number of Kill Team Biker models can be equipped with one of the following:
 - 1 bolt pistol
 - 1 Long Vigil melee weapon
- Up to 3 models can each have their storm bolter replaced with one of the following:
 - 1 assault cannon*
 - 1 heavy flamer*
 - 1 plasma cannon*
 - 1 cyclone missile launcher* and 1 storm bolter (this model's storm bolter cannot be replaced)
- Any number of Kill Team Terminator models can replace their power fist and storm bolter with one of the following:
 - 1 storm bolter and 1 power weapon
 - 1 storm bolter and 1 chainfist
 - 1 twin lightning claws
 - 1 Terminator thunder hammer and 1 storm shield

** The profile for this weapon can be found on the Deathwatch Armoury card.*

UNIT COMPOSITION (10 MODELS MAXIMUM)

- 5-10 Kill Team Veterans
- 0-4 Kill Team Veterans with Jump Packs
- 0-2 Kill Team Bikers
- 0-4 Kill Team Terminators

Every Kill Team Veteran is equipped with: boltgun; Long Vigil melee weapon; close combat weapon.

Every Kill Team Veteran with Jump Pack is equipped with: Long Vigil melee weapon; close combat weapon; jump pack.

Every Kill Team Biker is equipped with: twin boltgun; close combat weapon.

Every Kill Team Terminator is equipped with: storm bolter; power fist.

ATTACHED UNIT

If a **CHARACTER** unit from your army with the Leader ability can be attached to a **DEATHWATCH KILL TEAM**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, PROTEUS KILL TEAM



FACTION KEYWORDS: AGENTS OF THE IMPERIUM

FORTIS KILL TEAM

WARHAMMER LEGENDS

M	T	SV	W	LD	OC	
6"	4	3+	2	6+	1	KILL TEAM INTERCESSOR
12"	5	3+	4	6+	2	KILL TEAM OUTRIDER



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Long Vigil ranged weapon	24"	1	4+	4	0	1
[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]						
▶ Plasma incinerator – standard [ASSAULT, HEAVY]	24"	2	3+	7	-2	1
▶ Plasma incinerator – supercharge	24"	2	3+	8	-3	2
[ASSAULT, HAZARDOUS, HEAVY]						
Twin bolt rifle [TWIN-LINKED]	24"	2	3+	4	-1	1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Astartes chainsword	Melee	4	4+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Long Vigil melee weapon	Melee	3	3+	5	-2	1

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, FORTIS KILL TEAM



ABILITIES

FACTION: Assigned Agents

Kill Team (see the Deathwatch Armoury card)

Fortis Doctrines: Each time a model in this unit makes an attack that targets a unit that is Below Half-strength, add 1 to the Hit roll.

FACTION KEYWORDS: AGENTS OF THE IMPERIUM

FORTIS KILL TEAM

WARHAMMER LEGENDS

Further refined from Watch Master Mordelai's original concept, Fortis Kill Teams exemplify the supreme adaptability of the Tacticus variant of Mk X power armour, seamlessly merging a variety of close support roles and deadly firepower.

WARGEAR OPTIONS

- 1 Kill Team Intercessor's bolt rifle can be replaced with one of the following:
 - 1 hand flamer
 - 1 plasma pistol
 - 1 Astartes chainsword
 - 1 Long Vigil melee weapon
 - 1 model equipped with a bolt rifle can replace its close combat weapon with one of the following:
 - 1 Astartes chainsword
 - 1 Long Vigil melee weapon
 - For every 5 models in this unit, 1 model's bolt rifle can be replaced with 1 Long Vigil ranged weapon.
 - Any number of Kill Team Intercessors with plasma incinerators can each have their bolt pistol replaced with 1 plasma pistol.*
- * The profile for this weapon can be found on the Deathwatch Armoury card.*

ATTACHED UNIT

If a **CHARACTER** from your army with the Leader ability can be attached to a **DEATHWATCH KILL TEAM**, it can be attached to this unit instead.

TRANSPORT

This unit cannot embark within an **IMPERIAL RHINO**.

KEYWORDS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, FORTIS KILL TEAM

UNIT COMPOSITION (10 MODELS MAXIMUM)

- 5-10 Kill Team Intercessors
- 0-4 Kill Team Intercessors with plasma incinerators
- 0-4 Kill Team Intercessors with heavy bolt pistols
- 0-2 Kill Team Outriders

Every Kill Team Intercessor is equipped with: bolt pistol; bolt rifle; close combat weapon.

Every Kill Team Intercessor with plasma incinerator is equipped with: bolt pistol; plasma incinerator; close combat weapon.

Every Kill Team Intercessor with heavy bolt pistol is equipped with: heavy bolt pistol; Astartes chainsword.

Every Kill Team Outrider is equipped with: bolt pistol; twin bolt rifle; Astartes chainsword.



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

INDOMITOR KILL TEAM

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
5"	6	3+	3	6+	1



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Assault bolters [ASSAULT, PISTOL, SUSTAINED HITS 2, TWIN-LINKED]	18"	3	3+	5	-1	2
Auto boltstorm gauntlets [TWIN-LINKED]	18"	3	3+	4	0	1
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Heavy bolt rifle [ASSAULT, HEAVY]	30"	2	3+	5	-1	1
Heavy bolter [ASSAULT, HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Flamestorm gauntlets [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6+1	N/A	4	0	1
Melta rifle [HEAVY, MELTA 2]	18"	1	3+	9	-4	D6
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6
Plasma exterminators – standard [ASSAULT, PISTOL, TWIN-LINKED]	18"	2	3+	7	-2	2
Plasma exterminators – supercharge [ASSAULT, HAZARDOUS, PISTOL, TWIN-LINKED]	18"	2	3+	8	-3	3



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Close combat weapon	Melee	3	3+	4	0	1
Power fists [TWIN-LINKED]	Melee	3	4+	8	-2	2

KEYWORDS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, INDOMITOR KILL TEAM



ABILITIES

FACTION: **Assigned Agents**

Kill Team [see the Deathwatch Armoury card]

Indomitor Doctrines: Each time a model in this unit makes an attack, add 1 to the Hit roll if this unit is below its Starting Strength, and add 1 to the Wound roll as well if this unit is Below Half-strength.

WARGEAR ABILITIES

Jump Pack: The bearer has a Move characteristic of 10" and can move over models and terrain features as if they were not there.

➡ Before selecting targets for this weapon, select one of its profiles to make attacks with.

FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

INDOMITOR KILL TEAM

WARHAMMER LEGENDS

Comprising warriors wearing the heavier Gravis variant of Mk X armour, Indomitor Kill Teams are mobile bastions capable of unleashing the firepower of a squadron of battle tanks. Before them, hordes of xenos and monstrous beasts alike are torn apart.

WARGEAR OPTIONS

- For every 5 models in this unit, 1 model equipped with a heavy bolt rifle can have its heavy bolt rifle replaced with 1 heavy bolter.
- 1 model equipped with a melta rifle can have its melta rifle replaced with 1 multi-melta.
- Any number of models equipped with flamestorm gauntlets can each have their flamestorm gauntlets replaced with 1 auto boltstorm gauntlets and 1 fragstorm grenade launcher.
- Any number of models equipped with assault bolters can each have their assault bolters replaced with 1 plasma exterminators.

ATTACHED UNIT

If a **CHARACTER** unit from your army can be attached to a **DEATHWATCH KILL TEAM**, it can be attached to this unit instead.

TRANSPORT

This unit cannot embark within an **IMPERIAL RHINO**.

UNIT COMPOSITION (10 MODELS MAXIMUM)

- 5-10 Kill Team Heavy Intercessors
- 0-2 Kill Team Heavy Intercessors with power fists
- 0-2 Kill Team Heavy Intercessors with melta rifles
- 0-2 Kill Team Heavy Intercessors with jump packs

Every Kill Team Heavy Intercessor is equipped with: bolt pistol*; heavy bolt rifle; close combat weapon.

Every Kill Team Heavy Intercessor with power fists is equipped with: flamestorm gauntlets; power fists.

Every Kill Team Heavy Intercessor with melta rifle is equipped with: bolt pistol*; melta rifle; close combat weapon.

Every Kill Team Heavy Intercessor with jump pack is equipped with: assault bolters; close combat weapon; jump pack.

**The profile for this weapon can be found on the Deathwatch Armoury card.*

KEYWORDS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, INDOMITOR KILL TEAM



FACTION KEYWORDS: AGENTS OF THE IMPERIUM

SPECTRUS KILL TEAM

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Accelerator autocannon [HEAVY]	48"	3	4+	8	-1	2
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt carbine [PRECISION]	24"	2	3+	4	0	1
Bolt sniper rifle [HEAVY, PRECISION]	36"	1	3+	5	-2	3
Las fusil [HEAVY]	36"	1	3+	9	-3	D6
Marksman bolt carbine [HEAVY]	24"	2	3+	4	0	1
Occulus bolt carbine [ASSAULT, IGNORES COVER]	24"	2	3+	4	0	1
Special-issue bolt pistol [PISTOL, PRECISION]	12"	1	3+	4	-1	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Combat knife [PRECISION]	Melee	4	3+	4	0	1
Paired combat blades [SUSTAINED HITS 1]	Melee	3	3+	4	0	1

KEYWORDS: INFANTRY, KILL TEAM, SMOKE, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, SPECTRUS KILL TEAM



ABILITIES

CORE: **Infiltrators, Scouts 6"**

FACTION: **Assigned Agents**

Kill Team (see the Deathwatch Armoury card)

Spectrus Doctrines: At the end of your opponent's turn, if this unit is more than 6" away from all enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.

WARGEAR ABILITIES

Helix Gauntlet: Models in the bearer's unit have the Feel No Pain 6+ ability.

Infiltrator Comms Array: Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Jump Pack: The bearer has a Move of 12" and can move over models and terrain features as if they were not there.

FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

SPECTRUS KILL TEAM

WARHAMMER LEGENDS

Sinister, silent and all but invisible until they strike, Spectrus Kill Teams are adept in inflicting death from both near and far. Clad in close-fitting Mk X Phobos battle plate, they specialise in battlefield control and enemy destabilisation.

WARGEAR OPTIONS

- One model equipped with a marksman bolt carbine can be equipped with 1 helix gauntlet.*
- One model equipped with a marksman bolt carbine can be equipped with 1 Infiltrator comms array.*
- One model can replace its bolt sniper rifle with 1 bolt carbine.
- Any number of models can each replace their bolt sniper rifle with 1 las fusil.
- Any number of models can each replace their combat knife with 1 bolt carbine and 1 close combat weapon.

** These options cannot be taken on the same model.*

ATTACHED UNIT

If a **CHARACTER** from your army with the Leader ability can be attached to an **DEATHWATCH KILL TEAM**, it can be attached to this unit instead.

TRANSPORT

This unit cannot embark within an **IMPERIAL RHINO**.

UNIT COMPOSITION (10 MODELS MAXIMUM)

- 5-10 Kill Team Infiltrators
- 0-2 Kill Team Infiltrators with bolt sniper rifles
- 0-2 Kill Team Infiltrators with jump packs
- 0-4 Kill Team Infiltrators with oculus bolt carbines
- 0-4 Kill Team Infiltrators with combat knives

Every Kill Team Infiltrator is equipped with: bolt pistol; marksman bolt carbine; close combat weapon.

Every Kill Team Infiltrator with bolt sniper rifle is equipped with: bolt pistol; bolt sniper rifle; close combat weapon.

Every Kill Team Infiltrator with jump pack is equipped with: bolt pistol; accelerator autocannon; close combat weapon; jump pack.

Every Kill Team Infiltrator with oculus bolt carbine is equipped with: bolt pistol; oculus bolt carbine; paired combat blades.

Every Kill Team Infiltrator with combat knife is equipped with: special-issue bolt pistol; combat knife.

KEYWORDS: INFANTRY, KILL TEAM, SMOKE, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, SPECTRUS KILL TEAM



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

DAEMONHOST

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

6"

3

5+

3

7+

0

5+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Unholy gaze [PSYCHIC]	18"	3	4+	8	-2	D3
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Warp grasp [LETHAL HITS, PSYCHIC]	Melee	4	3+	4	-2	1

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Assigned Agents**

Malefic Warding: While an **INQUISITOR** model is leading a unit that includes one or more **DAEMONHOST** models, models in that unit have a 5+ invulnerable save.

Bound Daemon: While an **INQUISITOR** model is leading a unit that includes one or more **DAEMONHOST** models, the Objective Control characteristic of **DAEMONHOST** models in that unit is 1.

KEYWORDS: INFANTRY, IMPERIUM, PSYKER, RETINUE, DAEMON, DAEMONHOST



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

DAEMONHOST

WARHAMMER LEGENDS

Daemonhosts are empyric spirits bound by rite to the body of a mortal. Some serve as indentured minions in an Inquisitor's retinue with a host of otherworldly abilities. It is a brave or foolish decision indeed to make a Daemonhost. Spirits that break free take delight in avenging themselves on their captors.

WARGEAR OPTIONS

- None

INQUISITORIAL RETINUE

If your Army Faction is not **AGENTS OF THE IMPERIUM**, then for each unique pairing of 1 **INQUISITORIAL AGENTS** unit and 1 **DAEMONHOST** unit occurring in your army, increase the maximum number of **RETINUE** units permitted in your army by 1.

At the start of the Declare Battle Formations step, this unit can join one **INQUISITORIAL AGENTS** unit from your army that is being led by an **INQUISITOR** model (a unit cannot have more than one **DAEMONHOST** unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

UNIT COMPOSITION

- 1-2 Daemonhosts

Every model is equipped with: unholy gaze; Warp grasp.

KEYWORDS: INFANTRY, IMPERIUM, PSYKER, RETINUE, DAEMON, DAEMONHOST



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

JOKAERO WEAPONSMITH

WARHAMMER LEGENDS

M
6"

T
3

SV
5+

W
2

LD
7+

OC
0

4+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
 Jokaero weapons – scattered [TORRENT]	12"	D6	N/A	4	0	1
 Jokaero weapons – focused	24"	1	4+	10	-1	3

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	5+	4	0	1

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, JOKAERO WEAPONSMITH



ABILITIES

CORE: **Leader**

FACTION: **Assigned Agents**

Inconceivable Augmentation: While this model is leading a unit, ranged weapons equipped by models in that unit have the [LETHAL HITS] ability.

A Weaponsmith, Not a Warlord: This model cannot be selected to be your **WARLORD**. While an **INQUISITOR** model is leading a unit that includes one or more **JOKAERO WEAPONSMITH** models, the Objective Control characteristic of **JOKAERO WEAPONSMITH** models in that unit is 1.

FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

JOKAERO WEAPONSMITH

WARHAMMER LEGENDS

These xenos are technosavants with an instinctive understanding of machinery and technological systems. Given enough time and materials they can fashion almost anything, and can make even the most basic weapons formidable with minor – albeit perplexing – upgrades.

WARGEAR OPTIONS

- None

INQUISITORIAL AGENT

If your Army Faction is not **AGENTS OF THE IMPERIUM**, then for each unique pairing of 1 **INQUISITORIAL AGENTS** unit and 1 **JOKAERO WEAPONSMITH** unit occurring in your army, increase the maximum number of **CHARACTER** units permitted in your army by 1.

UNIT COMPOSITION

- 1 Jokaero Weaponsmith

This model is equipped with: Jokaero weapons; close combat weapon.

LEADER

This model can be attached to the following units:

- **INQUISITORIAL AGENTS**

*You can attach this model to an **INQUISITORIAL AGENTS** unit, even if one **INQUISITOR** unit has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, JOKAERO WEAPONSMITH



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

WEAPON LISTS

Some **DEATHWATCH** models can be equipped with one or more weapons whose profiles are not listed on their datasheet. The profiles for these weapons are instead listed on this card.

	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
	Bolt pistol [PISTOL]	12"	1	3+	4	0	1
	Cyclone missile launcher – frag [BLAST]	36"	2D6	3+	4	0	1
	Cyclone missile launcher – krak	36"	2	3+	9	-2	D6
	Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
	Infernus heavy bolter – heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
	Infernus heavy bolter – heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
	Plasma cannon – standard [BLAST, HEAVY]	36"	D3	4+	7	-2	1
	Plasma cannon – supercharge [BLAST, HAZARDOUS, HEAVY]	36"	D3	4+	8	-3	2
	Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
	Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
	Long Vigil ranged weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KILL TEAM ABILITY

Some **DEATHWATCH** units have the Kill Team ability, which is detailed below, and referenced on the datasheets.

Kill Team: Each time an attack targets this unit, if it contains models with different Toughness characteristics, until the attacking unit has finished making its attacks, use the Toughness characteristic of the majority of the models in that unit when determining what roll is required for that attack to successfully wound. If two or more Toughness characteristics are tied for majority, use the highest value.

For the purposes of determining which models in this unit can embark within a **TRANSPORT**, Kill Team Terminator models, Kill Team Outrider models, Kill Team Biker models and models equipped with a jump pack each take up the space of 2 models, but can otherwise embark within any **TRANSPORT** their unit can embark within, even though similar models in other units have the **TERMINATOR**, **MOUNTED** or **JUMP PACK** keywords.

For the purposes of interacting with terrain features, all models in units with this ability are considered **INFANTRY** models, even though similar models in other units may have the **MOUNTED** or **JUMP PACK** keywords.

Designer's Note: While the abstractions in the above rule cause some models to behave differently to similar models in other units, they are designed to minimise complicated movement, **TRANSPORT** and **Benefit of Cover** rules.

